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1. **Specialised theorem-proving in an intelligent tutoring system for the Dijk programming methodology**
Ng, F.C.N.; Butler, G.;
Computing and Information, 1993. Proceedings ICCI '93., Fifth International Cc
27-29 May 1993 Page(s):294 - 298
Digital Object Identifier 10.1109/ICCI.1993.315360
AbstractPlus | Full Text: PDF(420 KB) IEEE CNF

2. **Developing a multimedia courseware in structural engineering**
Aminmansour, A.;
Frontiers in Education Conference, 1997. 27th Annual Conference. 'Teaching a an Era of Change'. Proceedings.
Volume 2, 5-8 Nov. 1997 Page(s):896 vol.2
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AbstractPlus | Full Text: PDF(72 KB) IEEE CNF

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1 Embedding an intelligent tutoring system in a business gaming-simulation environment
Julika Siemer, Marios C. Angelides
December 1994 **Proceedings of the 26th conference on Winter simulation**
Full text available: pdf(857.97 KB) Additional Information: full citation, references, citings, index terms

2 An intelligent discovery programming system
Haider Ramadhan
April 1992 **Proceedings of the 1992 ACM/SIGAPP Symposium on Applied computing: technological challenges of the 1990's**
Full text available: pdf(1.10 MB) Additional Information: full citation, references, index terms

3 An instructional interpreter for basic
Avron Barr, Marian Beard
February 1976 **Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education**, Volume 8 , 2 Issue 1 , SI
Full text available: pdf(670.62 KB) Additional Information: full citation, abstract, references, citings, index terms

The BASIC Instructional Program (BIP) was developed to investigate tutorial modes of interaction in computer-assisted instruction (CAI). BIP is a problem-solving laboratory that helps students while they are solving introductory programming problems in the BASIC language. The problems are presented in an individualized sequence based on a representation of the structure of the curriculum and a model of the student's state of knowledge. This paper describes the BIP system, with emphasis on r ...

4 Computer science for elementary school teachers
David Moursund, Mike Neill
February 1976 **Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education**, Volume 2 , 8 Issue SI , 1
Full text available: pdf(352.04 KB) Additional Information: full citation, abstract, references, index terms

The time line for significant changes in public education is long, and introduction of computers into education is not proving an exception to this. The circumstances that have contributed to relatively rapid progress in introducing computers in higher education do not

exist at the pre-college level. This paper concentrates on the problems of computers in elementary education, and suggests several partial solutions to these problems.

5 The elements of computer credibility
B. J. Fogg, Hsiang Tseng
May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**
Full text available: pdf(1.07 MB) Additional Information: full citation, abstract, references, citings, index terms

Given the importance of credibility in computing products, the research on computer credibility is relatively small. To enhance knowledge about computers and credibility, we define key terms relating to computer credibility, synthesize the literature in this domain, and propose three new conceptual frameworks for better understanding the elements of computer credibility. To promote further research, we then offer two perspectives on what computer users evaluate when assessing credibil ...

Keywords: captology, credibility, expertise, influence, information quality, persuasion, psychology of HCI, trust, trustworthiness

6 Toward the domestication of microelectronics
Joel S. Birnbaum
November 1985 **Communications of the ACM**, Volume 28 Issue 11
Full text available: pdf(1.23 MB) Additional Information: full citation, abstract, citings, index terms, review

The great challenge for computer science in this decade is to make computers usable by everyone. Computers, long viewed as a dehumanizing force, will become the most powerful means of personal creative expression and communication ever known.

7 Keyword index to titles
December 1983 **Proceedings of the SIGCHI conference on Human Factors in Computing Systems**
Full text available: pdf(323.90 KB) Additional Information: full citation, index terms

8 Principles for designing programming exercises to minimise poor learning behaviours in students
Angela Carbone, John Hurst, Ian Mitchell, Dick Gunstone
December 2000 **Proceedings of the Australasian conference on Computing education ACSE '00**
Full text available: pdf(676.86 KB) Additional Information: full citation, abstract, references, citings

In most introductory programming courses tasks are given to students to complete as a crucial part of their study. The tasks are considered important because they require students to apply their knowledge to new situations. However, often the tasks have not been considered as a vehicle that can direct learning behaviours in students. This paper aims to encourage academics to start thinking about the tasks they set, in particular it explores characteristics of programming tasks that affect stu ...

9 Business: an end-user oriented application development language
Peter B. Miller, Sergey Tetelbaum, Kincade N. Webb
October 1981 **ACM SIGMOD Record**, Volume 12 Issue 1
Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references

BUSINESS is a new application development language intended to answer the needs of a rapidly growing user community - the end-user. The underlying computational model is the paper office. BUSINESS instructions manipulate objects within this model in ways analogous to human office workers. The syntax of BUSINESS closely approximates a subset of English. Standard programming functions are embodied in the language in ways that seem natural to first time computer users. For example, to open a file f ...

10 Using APL to build science tutors for the high school level

Manuel Alfonseca

July 1998 **ACM SIGAPL APL Quote Quad , Proceedings of the APL98 conference on Array processing language**, Volume 29 Issue 3

Full text available: pdf(681.49 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the procedure used to build several courses on the sciences for the high school level. An APL2 program has been written that accepts problem models, including explanation models, and uses them to generate many different problems. Each course is provided with about one hundred problem models, from which the student is invited to solve many thousands of different actual problems. The unique features of APL2 have made it very simple to develop the program that supports the cour ...

11 Special issue on user modeling: Modeling the user in natural language systems

Robert Kass, Tim Finin

September 1988 **Computational Linguistics**, Volume 14 Issue 3

Full text available: pdf(2.13 MB) Additional Information: full citation, abstract, references, citings

Publisher Site

For intelligent interactive systems to communicate with humans in a natural manner, they must have knowledge about the system users. This paper explores the role of *user modeling* in such systems. It begins with a characterization of what a user model is and how it can be used. The types of information that a user model may be required to keep about a user are then identified and discussed. User models themselves can vary greatly depending on the requirements of the situation and the imple ...

12 Authoring systems for computer assisted instruction

Herman A. Maurer

October 1985 **Proceedings of the 1985 ACM annual conference on The range of computing : mid-80's perspective: mid-80's perspective**

Full text available: pdf(953.41 KB) Additional Information: full citation, references, index terms

Keywords: CAI, CAL, CBE, authoring system, computer assisted instruction, computer assisted learning, computer based education, courseware, teaching media, teaching technologies, teachware

13 Peer-to-peer relationships on the Internet: advancing the academic goals of students with disabilities

Sheryl Burgstahler, Deb Cronheim, Linda Baker

July 1997 **ACM SIGCUE Outlook**, Volume 25 Issue 3

Full text available: pdf(818.70 KB) Additional Information: full citation, abstract, index terms

This study examines the role computer-meditated communication (CMC) can play in helping students with disabilities minimize social isolation and other barriers they face in achieving academic goals. Subjects are high school students with disabilities. Data was collected from electronic mail exchanges, questionnaires, and focus groups. Results suggest CMC can ease

social isolation and advance the academic goals of students with disabilities by connecting them to a community of their peers.

Keywords: computer-mediated comm7unication, computer-mediated communication, disabilities, peers, social isolation

14 Using GOMS for user interface design and evaluation: which technique?
Bonnie E. John, David E. Kieras
December 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 4
Full text available: pdf(272.60 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Since the seminal book, The Psychology of Human-Computer Interaction, the GOMS model has been one of the few widely known theoretical concepts in human-computer interaction. This concept has spawned much research to verify and extend the original work and has been used in real-world design and evaluation situations. This article synthesizes the previous work on GOMS to provide an integrated view of GOMS models and how they can be used in design. We briefly describe the majo ...

Keywords: GOMS, cognitive modeling, usability engineering

15 Learning object-oriented programming in six hours: an experience with school students
Andrew Hussey, David Leadbetter, Helen Purchase
July 1997 **Proceedings of the 2nd Australasian conference on Computer science education ACSE '97**
Full text available: pdf(1.09 MB) Additional Information: full citation, references, index terms

16 Empowering the student: prospects for an unintelligent tutoring system
Mitchell J. Nathan
March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**
Full text available: pdf(890.44 KB) Additional Information: full citation, abstract, references, index terms

Computer based instructional systems either direct students so modelling their actions is tractable, or provide them with total autonomy, but give little support to learning and problem solving processes. Instructional principles for empowering the student are emerging whereby more of the responsibility of diagnosis and goal-setting is placed on the student. Critical to this view is providing an environment which makes the ramifications of students' actions clear so students can meaningfull ...

17 Computers in non-school settings: implications for education
James A. Levin
July 1982 **ACM SIGCUE Outlook**, Volume 16 Issue 1
Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references

The development and spread of inexpensive microcomputers is posing major challenges for the current educational system, challenges based to a large extent on grassroots developments. While the potential for intensive use of computers has existed for a long time, the high price of computers and the continuing expense of maintaining communication with a remote central facility proved prohibitive in many cases, and almost always required some benefactor to support the project.

18 The cognitive dimensions of mediating representations
Charles C. Wood
April 1993 **INTERACT '93 and CHI '93 conference companion on Human factors in computing systems**
Full text available: pdf(218.55 KB) Additional Information: full citation, references

19 An undergraduate curriculum in instructional applications of computers
J. Richard Dennis
July 1977 **ACM SIGCUE Outlook**, Volume 11 Issue 3
Full text available: pdf(414.00 KB) Additional Information: full citation, references

20 Computer usage patterns on a computing intensive campus
Linda Brown, Philip Heeler, Jon Rickman, Sean Sheil
October 1988 **Proceedings of the 16th annual ACM SIGUCCS Conference on User Services**
Full text available: pdf(945.39 KB) Additional Information: full citation, references, index terms

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21 Artificial intelligence in the personal computer environment, today and tommorrow (panel session)
Tom J. Schwartz, James Johnson, Steven Hardy, M. Mitchell Waldrop, Stan Curtis, Carroll Ray Hall, Edward C. Patterman, Kenneth Ross, Wanda Rappaport, Aaron Goldberg, Henry Seiler
October 1985 **Proceedings of the 1985 ACM annual conference on The range of computing : mid-80's perspective: mid-80's perspective**
Full text available: pdf(914.48 KB) Additional Information: full citation, index terms

22 Proceedings of the Battelle computer graphics conference: Where will computer graphics be used in the future?
Carl Machover
April 1974 **ACM SIGGRAPH Computer Graphics**, Volume 8 Issue 1
Full text available: pdf(1.14 MB) Additional Information: full citation

23 Software design and communications: Student interviews as a tool for assessment and learning in a systems analysis and design course
Martin Dick
June 2005 **Proceedings of the 10th annual SIGCSE conference on Innovation and technology in computer science education ITiCSE '05**
Full text available: pdf(218.82 KB) Additional Information: full citation, abstract, references, index terms

This paper examines the use of student interviews as a means of assessment for systems analysis and design assignments and as a means of providing feedback to students on their performance in the assignment. It uses student feedback from 510 student surveys gathered from Semester 1 2001 to Semester 2 2003 to assess the opinion of students on the use of interviews and describes the lessons learnt about this form of assessment.

Keywords: assessment, oral examinations, student interviews, systems analysis and design

24 Some human interaction issues in computer algebra
Norbert Kajler, Neil Soiffer
October 1994

ACM SIGCHI Bulletin, Volume 26 Issue 4

Full text available: pdf(649.31 KB) Additional Information: full citation, abstract, references, index terms

This paper addresses some of the current issues concerning the improvement of user interfaces for computer algebra systems. Some state of the art commercial software as well as research prototypes are presented, followed by a description of present research directions.

25 Fostering interest in information technology: running a vacation school for pre-University students

Helen Purchase, Andrew Hussey, Wayne Brookes, David Leadbetter

July 1997 **Proceedings of the 2nd Australasian conference on Computer science education ACSE '97**

Full text available: pdf(959.12 KB) Additional Information: full citation, references, index terms

26 Algebra jam: supporting teamwork and managing roles in a collaborative learning environment

Mark K. Singley, Moninder Singh, Peter Fairweather, Robert Farrell, Steven Swerling

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

Full text available: pdf(294.72 KB) Additional Information: full citation, abstract, references, citings, index terms

We are building a collaborative learning environement that supports teams of students as they collaborate synchronously and remotely to solve situated, multi-step problems involving algebraic modeling. Our system, named Algebra Jam, provides a set of tools to help students overcome two of the most serious impediments to successful collaboration: establishing common ground and maintaining group focus. These tools include tethered and untethered modes of operation including discrepancy notifi ...

Keywords: collabicons, object-oriented chat, role reification, team blackboard, team modeling, team tutoring systems

27 Minimalism in ubiquitous interface design

Christopher R. Wren, Carson J. Reynolds

September 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 5

Full text available: pdf(342.70 KB) Additional Information: full citation, index terms

28 Ada, an analyst and a metaphysician

Betty Alexandra Toole

March 1991 **ACM SIGAda Ada Letters**, Volume XI Issue 2

Full text available: pdf(903.25 KB) Additional Information: full citation, abstract, index terms

Is Ada a fitting name for the software language named after her?Today, words, symbols and language are so manipulated that what Darell Huff proclaimed for numbers, "Statistics Don't Lie, But Liars use Statistics", certainly applies to words. Mario Pei, in Words in Sheep's Clothing, states that words have come to mean either the opposite of what they originally meant, or something so remote and confusing that one hesitates to use them.This article will give you a glimmer of the fascinating ...

29 Credibility and computing technology

Shawn Tseng, B. J. Fogg
May 1999 **Communications of the ACM**, Volume 42 Issue 5

Full text available: pdf(80.49 KB) html(35.23 KB) Additional Information: full citation, references, citings, index terms

30 Learning by doing with simulated intelligent help
John Carroll, Amy Aaronson
August 1988 **Communications of the ACM**, Volume 31 Issue 9

Full text available: pdf(5.00 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Intelligent advisory interfaces will afford new approaches to help and training problems, however little is known about the usability of such facilities. This recent study indicates that although intelligent help can support users, there are also specific potential problems.

31 Usable software in advanced educational computing projects
Mary E. Hopper
February 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 1

Full text available: pdf(390.49 KB) Additional Information: full citation, abstract, index terms

Success in exploiting the potential of advanced computing systems that are currently emergning could depend upon how well we learn lessons from those who have already experimented with them. This was the purpose of the doctoral research study conducted by Mary Hopper of Purdue University, which is the subject of this paper. The following projects were the focus of this study:• Engineering Specific Career-Planning and Problem-Solving Environment, Educational Research and Information Syst ...

32 Dyalog APL/W
Dick Bowman
December 1992 **ACM SIGAPL APL Quote Quad**, Volume 23 Issue 2

Full text available: pdf(751.40 KB) Additional Information: full citation, index terms

33 Using the Internet to teach the Internet
David Marshall
August 1998 **ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on the teaching of computing and the 3rd annual conference on Integrating technology into computer science education: Changing the delivery of computer science education**, Volume 30 Issue 3

Full text available: pdf(711.13 KB) Additional Information: full citation, abstract, references, citings, index terms

In recent years a methodology for Courseware design together with a number of Web based courses have been developed at Cardiff. A variety of disciplines have benefited notably C programming, X Window/Motif programming, Computer Vision, Image Processing, Computer Graphics, Artificial Intelligence and Parallel Computing. The range of provision of on-line support included access to lecture notes, exercises and their solutions to more interactive packages suited primarily for teaching and demonstrat ...

34 Computer assisted learning in the United Kingdom: the open university: second of a two-part series
Alfred Bork
April 1976 **ACM SIGCUE Outlook**, Volume 10 Issue 2

Full text available: pdf(931.61 KB) Additional Information: full citation

35 Beyond traditional computer literacy
V. Arnie Dyck, James P. Black, Shirley L. Fenton
February 1987 **ACM SIGCSE Bulletin , Proceedings of the eighteenth SIGCSE technical symposium on Computer science education**, Volume 19 Issue 1
Full text available: pdf(544.03 KB) Additional Information: full citation, abstract, references, citings, index terms

A new approach to computer literacy is emerging, an approach that de-emphasizes the traditional overview of hardware and software and minimizes the teaching of traditional programming methodology. This paper describes the design and implementation of a literacy course intended to develop effective users of common applications software, including word processing, spreadsheets, graphics and database management. The paper continues by demonstrating how many academic computer science concepts c ...

36 The joy of software—starting with objects
Mark Woodman, Gordon Davies, Simon Holland
March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education**, Volume 28 Issue 1
Full text available: pdf(651.45 KB) Additional Information: full citation, abstract, citings, index terms

This paper briefly describes the evolution and content of the Open University's new introductory course in Computing which has been designed for delivery internationally to over 3500 students per year. It replaces a conventional procedural programming course and introduces computing through object technology---specifically, through Smalltalk. Unlike its predecessor it is being designed to be accessible by non-computing majors and with an intention to address the gender imbalance in our student p ...

37 A formative evaluation of a computer-based instruction tutorial with application to electronic performance support systems
Gloria A. Reece, Linda Bol, Gary R. Morrison
October 1996 **Proceedings of the 14th annual international conference on Systems documentation: Marshaling new technological forces: building a corporate, academic, and user-oriented triangle**
Full text available: pdf(1.46 MB) Additional Information: full citation, references, index terms

38 Three semesters of CSO using Java: assignments and experiences
Elizabeth Odekirk, Dominic Jones, Peter Jensen
July 2000 **ACM SIGCSE Bulletin , Proceedings of the 5th annual SIGCSE/SIGCUE ITiCSEconference on Innovation and technology in computer science education**, Volume 32 Issue 3
Full text available: pdf(507.50 KB) Additional Information: full citation, abstract, references, citings, index terms

A CSO class with heavy lab emphasis was developed at the University of Utah in the summer of 1998. It has been taught three times by different instructors to students who were diverse in background, gender, and skill level. The culmination of these efforts is a set of original labs which can be divided into several chronological categories: a gentle introduction, computation and events, interaction and graphical user interfaces, algorithms, object-oriented programming, and Java specific issues. ...

39 Java in the computing curricula

Peter Chalk
December 1999 **ACM SIGPLAN Notices**, Volume 34 Issue 12
Full text available: pdf(259.61 KB) Additional Information: full citation, index terms

40 TEXTVISION: A SOFTWARE TOOL TO VISUALIZE CONCEPTUAL KNOWLEDGE USING THE HYPERTEXT METAPHOR

Piet Kommers
April 1988 **ACM SIGCHI Bulletin**, Volume 19 Issue 4
Full text available: pdf(362.37 KB) Additional Information: full citation, abstract, references

Besides the traditional tutoring paradigm (question and answer game between pupil and teaching device), many new C.A.L. programs (Computer Aided Learning) heavily rely on free exploration. Though many good examples show us that exploration can have a deep learning effect, it is quite the question how far guided instruction can be substituted by discovery learning, and by self monitoring of the student.

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41 Computers in schools: past, present, and how we can change the future

Doris K. Lidtke, David Moursund

May 1993 **Communications of the ACM**, Volume 36 Issue 5

Full text available: pdf(1.65 MB) Additional Information: full citation, references, index terms, review

42 Using technology to transform communities of practice into knowledge-building communities

Christopher M. Hoadley, Peter G. Kilner

January 2005 **ACM SIGGROUP Bulletin**, Volume 25 Issue 1

Full text available: pdf(255.44 KB) Additional Information: full citation, abstract, references, index terms

Knowledge and learning exist as byproducts of social processes such as those that take place in communities of practice. We describe two frameworks for understanding and building online knowledge-building communities, or online communities of practice that enhance collective knowledge. First, the C4P framework is described as a way of understanding how knowledge is created and disseminated by participants in a community of practice. Second, we discuss ways in which technology provides added valu ...

Keywords: CILTKN, CompanyCommand, community of practice, context, conversation, design, distributed cognition, knowledge building, learning, online community, social networks

43 Using spreadsheets to teach computer science

Dermot Shinners-Kennedy

February 1986 **ACM SIGCSE Bulletin , Proceedings of the seventeenth SIGCSE technical symposium on Computer science education**, Volume 18 Issue 1

Full text available: pdf(356.94 KB) Additional Information: full citation, abstract, references, index terms, review

This paper describes a research project which commenced recently at the NIHE, L. The project investigates the use of micro-computer software to teach aspects of computer science. Spreadsheets are the subject of this report. The potential of spreadsheet systems for teaching assembler programming is considered. We outline a model for enabling students to acquire fundamental computer science concepts using a simplistic "language machine". The language machine is embedded in a progr ...

44 Getting around the task-artifact cycle: how to make claims and design by scenario

John M. Carroll, Mary Beth Rosson

April 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 2

Full text available: pdf(2.41 MB) Additional Information: full citation, abstract, references, citings, index terms

We are developing an "action science" approach to human-computer interaction (HCI), seeking to better integrate activities directed at understanding with those directed at design. The approach leverages development practices of current HCI with methods and concepts to support a shift toward using broad and explicit design rationale to reify where we are in a design process, why we are there, and to guide reasoning about where we might go from there. We represent a designed artif ...

Keywords: design rationale, planning, user interfaces

45 The impact of APL on first year mathematics

Walter G. Spunde

August 1994 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL : the language and its applications: the language and its applications**, Volume 25 Issue 1

Full text available: pdf(558.34 KB) Additional Information: full citation, abstract, references, index terms

In 1993, the Australian Federal Government's Committee for the Advancement of University Teaching (CAUT) funded a project to develop an integrated computationally rich first year mathematics course built on the use of APL as an integral part of the instruction. This article outlines how the standard syllabus was amended to respond to the available computing power for elucidating mathematical topics and what mathematical skills were improved or neglected by the novel present ...

46 Educational & help systems: Livenotes: a system for cooperative and augmented note-taking in lectures

Matthew Kam, Jingtao Wang, Alastair Iles, Eric Tse, Jane Chiu, Daniel Glaser, Orna Tarshish, John Canny

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(463.61 KB) Additional Information: full citation, abstract, references, index terms

We describe Livenotes, a shared whiteboard system and educational practice that uses wireless communication and tablet computing to support real-time conversations within small groups of students during lectures, independent of class size. We present an interface design that enables group members to interact with one another by taking lecture notes cooperatively, as well as to augment student note-taking by providing instructor slides in the background to annotate over. Livenotes was designed to ...

Keywords: augmented note-taking, collaborative learning, computer-supported collaborative learning (CSCL), cooperative learning, cooperative note-taking, e-learning, education, peer instruction, shared whiteboard, small group learning, tablet PC

47 The case against user interface consistency

Jonathan Grudin

October 1989 **Communications of the ACM**, Volume 32 Issue 10

Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Designers striving for user interface consistency can resemble Supreme Court justices trying to define pornography: each of us feels we know it when we see it, but people often disagree and a precise definition remains elusive. A close examination suggests that consistency is an unreliable guide and that designers would often do better to focus on users' work environments.

48 ALCOSY:A DESKTOP-STYLE USER INTERFACE FOR PROCESS CONTROL
Andreas M. Heinecke
April 1988 **ACM SIGCHI Bulletin**, Volume 19 Issue 4
Full text available: pdf(202.73 KB) Additional Information: full citation, abstract

Process control systems available on the market are usually equipped with two or more raster scan colour display units (semi- or full-graphics) and alphanumeric keyboards with functions keys. The user interface is based on the *command concept.* There are hierarchies of alarms and pictorial displays. Standard displays are rather abstract, the construction of user-defined displays is rather difficult.

49 Educating a new engineer
Peter J. Denning
December 1992 **Communications of the ACM**, Volume 35 Issue 12
Full text available: pdf(10.14 MB) Additional Information: full citation, references, citings, index terms, review

50 Introductory computer science courses a modular design
Ivan M. Rosenberg
February 1976 **Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education**, Volume 2 , 8 Issue SI , 1
Full text available: pdf(809.65 KB) Additional Information: full citation, abstract, citings, index terms

This paper proposes a set of assumptions about learning in general, followed by a set of assumptions concerning ICS courses in particular. Using these as a foundation, an ICS course content and structure is developed which clearly shows the relationships between the various branches of computer science, encourages a logical presentation, and is modular and hierarchical, permitting use for a wide variety of audiences and course objectives. Since content organization is only one aspect of a c ...

51 The problem of producing teachers with computing expertise within the school system
Annie G. Brooking
September 1983 **ACM SIGCSE Bulletin**, Volume 15 Issue 3
Full text available: pdf(450.86 KB) Additional Information: full citation, abstract, citings, index terms

As a result of recent decisions made by the British government to place a micro in every school in the U.K. by the end of 1983, a crisis has arisen due to the shortage of teachers capable of teaching various aspects of computing in a schoolroom environment.As a step towards the re-education of teachers, a full time one year course has been designed and run as a Department of Education and Science pilot scheme. Its aims are to retrain teachers from any subject are a such that they can teach compu ...

52 Computer-related design at the Royal College of Art: 1997 graduation projects
Gillian Crampton Smith
November 1997 **interactions**, Volume 4 Issue 6
Full text available: pdf(3.15 MB) Additional Information: full citation, index terms

53 Roster of programming languages for 1976-77
Jean E. Sammet
November 1978 **ACM SIGPLAN Notices**, Volume 13 Issue 11
Full text available: pdf(2.26 MB) Additional Information: full citation, citings

54 On-line large screen display system for computer instruction
Richard Cheng
February 1976 **Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education**, Volume 8 , 2 Issue 1 , SI
Full text available: pdf(215.90 KB) Additional Information: full citation, abstract, citings, index terms

This paper is concerned with a new instructional method to teach computer programming techniques to students in Computer Science as well as other scientific and non-scientific disciplines. Several courses in the Computer Science curriculum could be substantially enhanced if the instructional gap between the classroom lecture and the computer programming excercises could be eliminated. Rochester Institute of Technology has experimented to achieve this objective by means of an on-line large s ...

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Speakeasy is a very high level user-oriented language imbedded in a modular computer system. This system, designed for use with attached libraries for its information base, is an evolutionary development constantly being augmented in power by its user community. This paper describes the basic structure of the system and demonstrates some of its capabilities.

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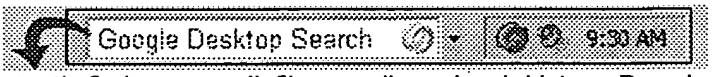
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5	6,606,479	Agent based instruction system and method
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14	5,731,572	Six sigma calculator
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19 5,596,698 T Method and apparatus for recognizing handwritten inputs in a computerized teaching system
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24 5,310,349 T Instructional management system
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